

AMENDMENT

Please replace all prior versions and listings of claims in the Application with the following Listing of Claims.

LISTING OF CLAIMS

1. (**Currently Amended**) A method, comprising:
generating, at a first handheld communication device during a non-verbal chat session between the first handheld communication device and a second handheld communication device, an output signal upon an actuation of one or more of a plurality of user-interface members of the first handheld communication device, wherein the output signal includes a haptic code configured to cause a haptic effect based on the actuation ~~distinctly identify the first handheld communication device and a status event~~; and
sending, during the non-verbal chat session, the output signal to [[a]] the second handheld communication device remote from the first handheld communication device, wherein the output signal is configured to cause a haptic effect corresponding to the haptic code.
2. (**Cancelled**)
3. (**Currently Amended**) The method of claim 1 wherein sending further includes providing in the output signal at least one of a message, a video image, and or a graphical feature.
4. (**Previously Presented**) The method of claim 1 wherein the haptic code is associated with a predetermined scheme.
5. (**Currently Amended**) The method of claim 1 wherein receiving further includes defining the one of the user-interface members to include at least one of a key, a

button, a key pad, a direction pad, a touch screen, a scroll wheel, a mini-joystick, a trackball and or a knob.

6-9. (**Cancelled**)

10. (**Currently Amended**) A non-transient computer-readable medium including instructions that when executed on one or more processors cause the one or more processors to:

generate, at a first handheld communication device during a non-verbal chat session between the first handheld communication device and a second handheld communication device, an output signal upon an actuation of at least one of a plurality of user-interface members of the first handheld communication device, wherein the output signal includes a haptic code configured to distinctly identify the first handheld communication device and a status event; and

send the output signal to [[a]] the second handheld communication device remote from the first handheld communication device during the non-verbal chat session, wherein the output signal is configured to cause a haptic effect corresponding to the haptic code.

11. (**Cancelled**)

12. (**Currently Amended**) The non-transient computer-readable medium of claim 10, the output signal includes at least one of a message, a video image, and or a graphical feature.

13. (**Previously Presented**) The non-transient computer-readable medium of claim 10, wherein the haptic code is associated with a predetermined scheme.

14 - 25. (**Cancelled**)

26. (**Currently Amended**) A handheld communication device, comprising:

a body comprising a user-interface member and an antenna configured to transmit a signal from the handheld communication device, the signal including a haptic code therein to distinctly identify the handheld communication device and a status event; and

a processor in data communication with the user-interface member, wherein the processor is configured to generate the signal upon an actuation of the user-interface member during a non-verbal chat session between the handheld communication device and a second handheld communication device and send the signal to [[a]] the second handheld communication device during the non-verbal chat session, wherein the signal is configured to cause a haptic effect corresponding to the haptic code.

27. (Cancelled)

28. (Currently Amended) The handheld communication device of claim 26, wherein the handheld communication device is one of a cellular phone, a satellite phone, a cordless phone, a personal digital assistant, a pager, a two-way radio, a portable computer, a game console controller, a personal gaming device, and or an MP3 player.

29. (Currently Amended) The handheld communication device of claim 26 wherein the user-interface member includes at least one of a key, a button, a key pad, a direction pad, a touch screen, a scroll wheel, a mini-joystick, a trackball, and or a knob.

30. (Previously Presented) The handheld communication device of claim 26 further comprising memory, wherein the memory stores program code for extracting information corresponding to the haptic stimuli from the input signal.

31. (Previously Presented) The handheld communication device of claim 26 further comprising a display device in communication with the processor, wherein the

processor is configured to cause the display device to produce an image of the identified source.

32. (**Currently Amended**) A method, comprising:

- receiving an indication that at least one of a plurality of user interface members of a first handheld communication device has been actuated, wherein the at least one of the plurality of user-interface members is assigned with a haptic code configured to convey an expression or behavior;

- generating an output signal in response to the indication, wherein the output signal includes the haptic code;

- sending the output signal to the second handheld communication device remote from the first handheld communication device, wherein output signal is configured to cause a haptic effect corresponding to the haptic code;

- receiving a signal from the second handheld communication device, wherein the signal includes a third haptic code configured to cause a third haptic effect, and wherein the output signal and the signal are communicated during a non-verbal chat session between the first handheld communication device and the second handheld communication device; and

- generating, at the first handheld communication device, the third haptic effect in response to the signal.

33. (**Currently Amended**) A non-transient computer-readable medium including instructions that when executed on one or more processors cause the one or more processors to:

- receive an indication that at least one of a plurality of user interface members of a first handheld communication device has been actuated,

- wherein the at least one of the plurality of user-interface members is assigned with a haptic code configured to convey an expression or behavior;

- generate an output signal in response to the indication, wherein the output signal includes the haptic code;

send the output signal to a the second handheld communication device remote from the first handheld communication device, wherein output signal is configured to cause a haptic effect corresponding to the haptic code;

receive a signal from the second handheld communication device, wherein the signal includes a third haptic code configured to cause a third haptic effect, and wherein the output signal and the signal are communicated during a non-verbal chat session between the first handheld communication device and the second handheld communication device; and
generate the third haptic effect in response to the signal.

34. (**Currently Amended**) A handheld communication device, comprising:

a body having an antenna configured to transmit an output signal to be received by a receiving handheld communication device;

a plurality of user-interface members coupled to the body, wherein at least one user-interface member is assigned with a haptic code configured to convey an expression or behavior; and

a processor in data communication with the at least one user-interface member, wherein the processor is configured to:

detect an actuation of one or more of the plurality of user-interface members;

generate the haptic code when the at least one user-interface member is actuated;

generate the output signal, wherein the output signal includes the haptic code;

send the output signal to a second handheld communication device remote from the first handheld communication device, wherein output signal is configured to cause a haptic effect corresponding to the haptic code;

receive a signal from the second handheld communication device, wherein the signal includes a third haptic code configured to cause a third haptic effect, and wherein the output signal and the signal are communicated during a non-verbal chat session between the first handheld communication device and the second handheld communication device; and

generate the third haptic effect in response to the signal.

35. (**Currently Amended**) The method of claim 1 wherein the status event is selected from the group consisting of an advertisement event, a one-to-one marketing event, a business transaction event, a stock-trading event, a weather-forecast event, and or an emergency event.

36. (**Currently Amended**) The non-transient computer-readable medium of claim 10 wherein the status event is selected from the group consisting of an advertisement event, a one-to-one marketing event, a business-transaction event, a stock-trading event, a weather-forecast event, and or an emergency event.

37. (**Currently Amended**) The device of claim 26 wherein the status event is selected from the group consisting of an advertisement event, a one-to-one marketing event, a business-transaction event, a stock-trading event, a weather-forecast event, and or an emergency event.

38. (**Cancel**).

39. (**Currently Amended**) The method of claim [[38,]] 1, wherein the haptic code is configured to be directly applied to an actuator of the second handheld communication device to cause the haptic effect.

40. (**Previously Presented**) The method of claim 32, further comprising:
receiving a second indication that a second one of the plurality of user interface members has been actuated, wherein the second one of the plurality of user-interface members is assigned with a second haptic code configured to convey a second expression or behavior, wherein the second haptic code is different from the first haptic code;

generating a second output signal in response to the second indication, wherein the second output signal includes the second haptic code; and

sending the second output signal to the second handheld communication device, wherein second output signal is configured to cause a second haptic effect corresponding to the second haptic code.

41-42. *(Cancelled)*.

43. *(New)* A method, comprising:

receiving, at a first handheld communication device during a non-verbal chat session between the first handheld communication device and a second handheld communication device, an actuation of one or more of a plurality of user-interface members of the first handheld communication device,

wherein an avatar representing a user is displayed during the non-verbal chat session, the avatar exhibiting a particular behavior that changes during the non-verbal chat session based on which ones of the plurality of user-interface members are actuated;

generating, at the first handheld communication device, an output signal based on the actuation, wherein the output signal comprises a haptic code configured to cause a haptic effect that is synchronized with the particular behavior of the avatar; and

sending the output signal to the second handheld communication device during the non-verbal chat session.